


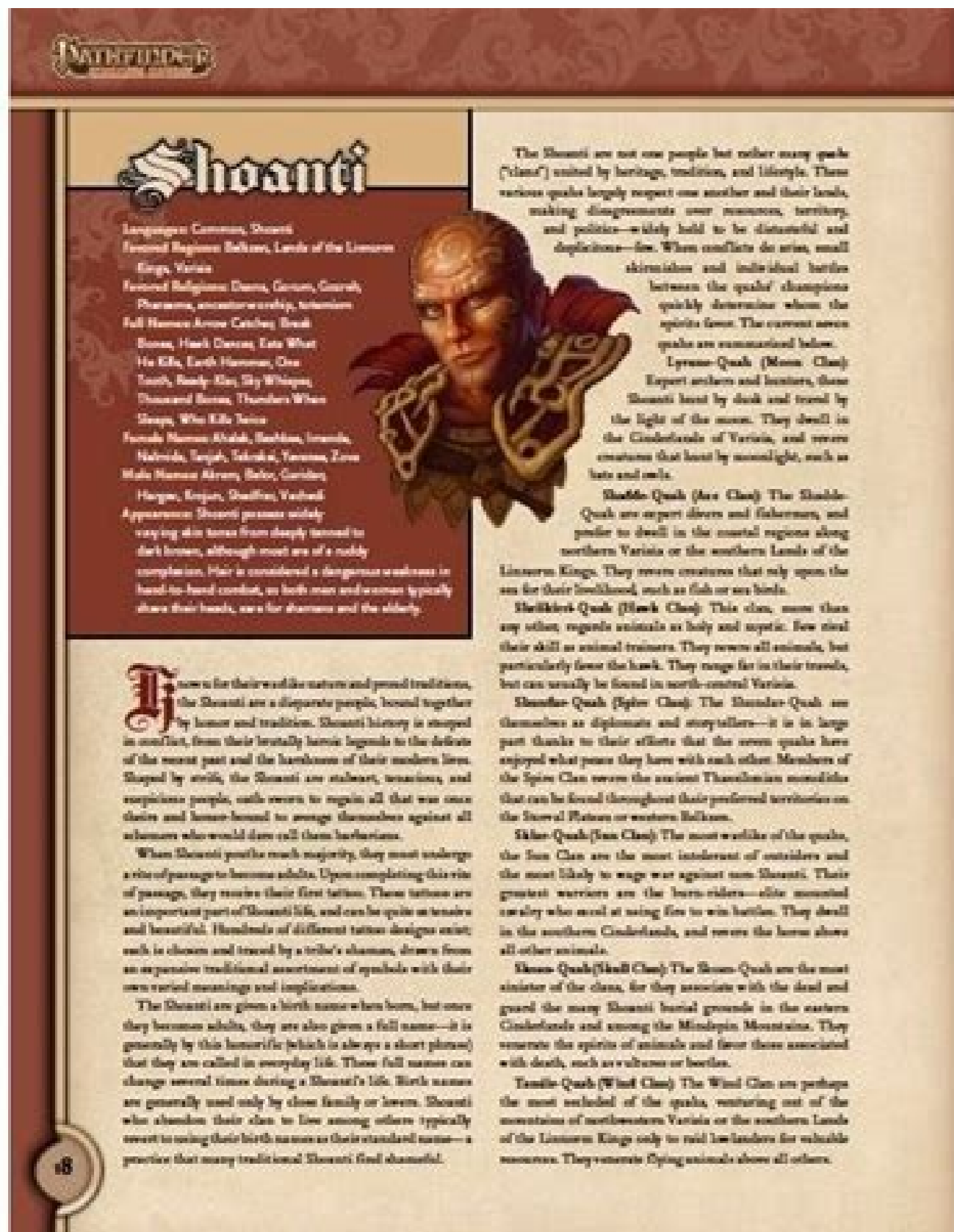
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^ Heller, Emily (August 19, 2019). Eberron is designed to accommodate traditional D&D elements and races within a differently toned setting; Eberron combines a fantasy tone with pulp and dark adventure elements, and some non-traditional fantasy technologies such as trains, skyships, and mechanical beings which are all powered by magic.[2] Eberron was created by author and game designer Keith Baker as the winning entry for Wizards of the Coast's Fantasy Setting Search, a competition run in 2002 to establish a new setting for the D&D game. Though they have free will, whether they have a soul is not known with certainty; they can be resurrected by spells designed to restore human souls to life, but, unlike humans, never remember anything of their experience in the afterlife after such an event. ISBN 978-0-399-58094-9. "Going Up for Eberron: Overview". "Fantasy steampunk setting Eberron finally comes to Dungeons & Dragons 5th Edition". ^ Baker, Keith (December 27, 2004). October 23, 2020. ^ "D&D: 10 Things You Need To Know About The Shifter Class". February 4, 2003. Retrieved April 22, 2008. "D&D's first new character class in 5 years could cause nightmares for DMs". "Eberron Under the Glass - Race Relations and Prejudice". ^ a b Lissauer, Gabrielle (2014). Still, those who want to play kalashtar in a campaign based elsewhere in Eberron can do so without disrupting the setting's narrative; small numbers of kalashtar do inhabit cities across Khorvaire, quietly continuing their battle against the Inspired even far from home".[51] Warforged Main article: Warforged The warforged are a race of living, sentient constructs, superficially similar to golems. Archived from the original on April 9, 2016. Artificers are spellcasters focusing on magical item creation. ^ a b c d Appelcline, Shannon. "Whirlwind Tour of Khorvaire". Tabletop Gaming. Game Rant. A continent-spanning magical "lightning rail" provides high speed transportation.[30] Alignment is slightly more muddled than in other official settings. With the kalashtar, the quori is a passive presence that simultaneously guides many kalashtar. The spiritual essence of each Quori is divided out amongst many Kalashtar, known collectively as a lineage. These eleven contest submitters were then asked to expand their one-page submissions and from these new ten-page submissions, the panel further reduced the proposals to just three entries. Siberys created the dragons, Eberron created humanoid and other "lower races", and Khyber created the "demons" of the world.[43][44][45] According to Keith Baker, there is some significance to the fact that each name contains the morpheme "ber", but he has not stated what this is.[citation needed] Creatures Eberron utilized traditional Dungeons & Dragons races but gave them entirely localized lore, history and national ties. ^ "The Coolest Campaign Settings in D&D". Tabletop role-playing game setting EberronDesignersKeith Baker, Bill Slavicek, and James WyattPublishersWizards of the CoastPublication2004GenresFantasyLanguagesEnglishSystemsD&D v3.5 4th edition5th editionRandom chanceDice rolling[1] Eberron is a campaign setting for the Dungeons & Dragons (D&D) role-playing game. archive.wizards.com. www.dmsguild.com. Baker highlighted that the setting went through multiple stages of development:[7] Thrilling Tales wasn't Eberron. Slavicek said, "at this point, we learned the names of the authors and we flew each of them to Wizards of the Coast's offices to meet with them." ^ Baker, Keith; Perkins, Chris (March 7, 2005). Instead, Eberron appears much as it did before. Warforged, sentient constructs created by artificers during the Last War, and Kalashtar, psionic humanoids combined with quori spirits, were created for Eberron.[51][53][46] Kalashtar For the village in Iran, see Kalashtar, Iran.The kalashtar are a race of psionic people; they are the descendants of a group of human monks from Adar, a nation on the continent of Sarlona, who allowed themselves to be possessed by the planar entities known as the Quori. pp. 45. "Dungeon Master's Guide (4e) | Product History". ^ Crawford, Jeremy; Baker, Keith; Moaris, Mike; Petrisor, Ben; Wyatt, James (May 14, 2019). "FAQ: The Inspired". ^ Baker, Keith (August 23, 2004). Origins Awards. It is generally assumed that, like all living creatures, their bodies must experience degradation over time. Dungeons and Dragons Art and Arcana: A Visual History. [...] Most worlds have politics but I can't think of any whose residents foment such complex, yet totally logical machinations. April 8, 2020. Retrieved September 10, 2012. - via HighBeam Research (subscription required) ^ "List of Winners - Academy of Adventure Gaming Arts and Design" "Product Spotlight: Eberron Campaign Setting Designer Interview". Archived from the original on October 3, 2014. The Tropes of Fantasy Fiction. "Eberron Campaign Setting". p. 336. Certain class features with uses per day, like a barbarian's rage ability, a cleric's turn/rebuke undead ability, or a druid's wild shape ability, can be used again by

